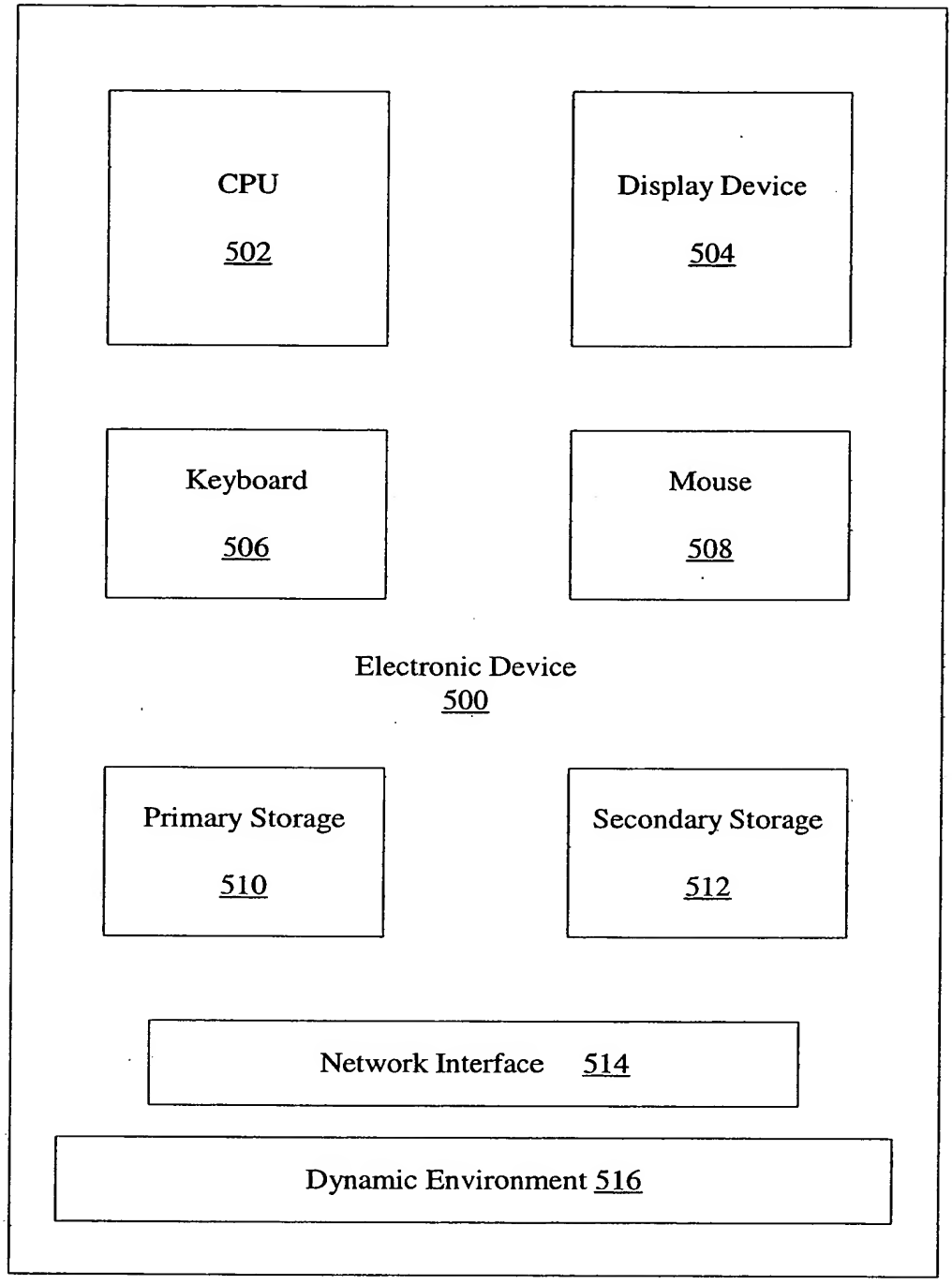
CPU
502
Display Device
504
Keyboard
506
Mouse
508
Electronic Device
500
Primary Storage
510
Secondary Storage
512
Network Interface 514
Dynamic Environment 516

FIG. 1

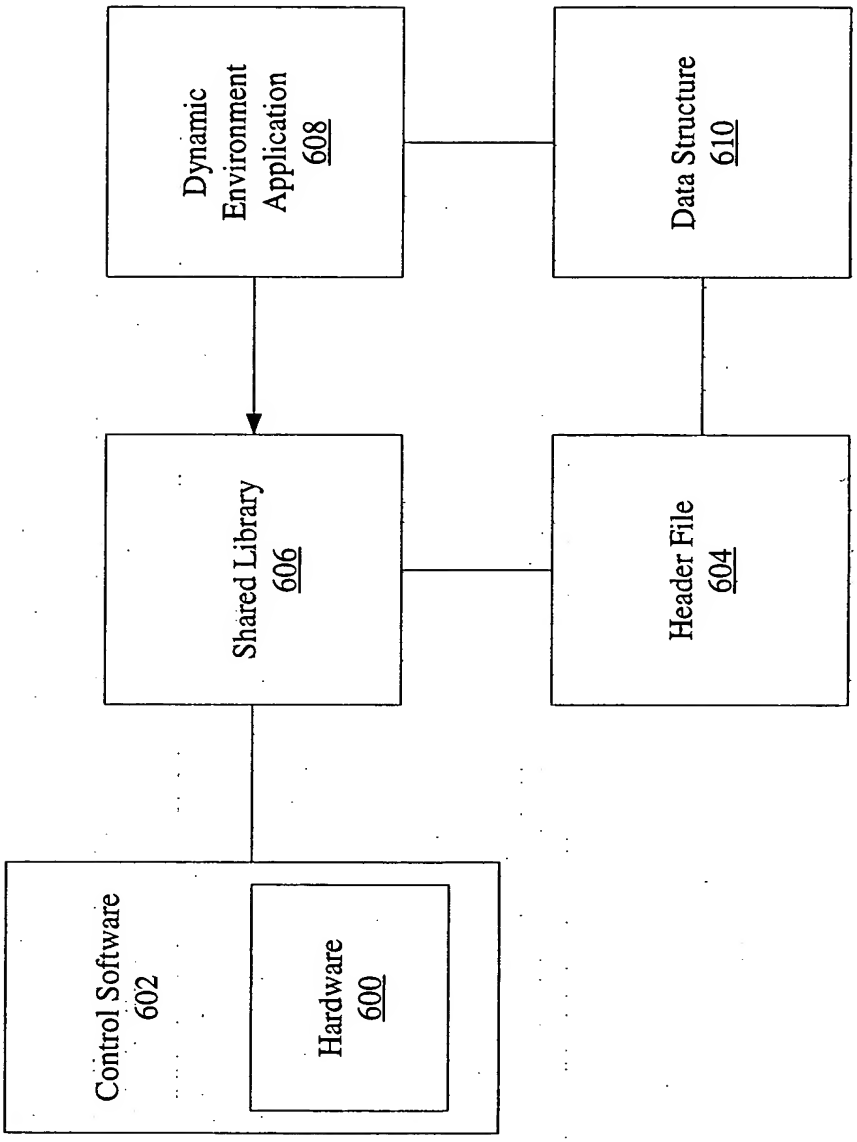
Dynamic Environment Application 608
Data Structure 610
Shared Library 606
Header File 604
Control Software 602
Hardware 600

FIG. 2

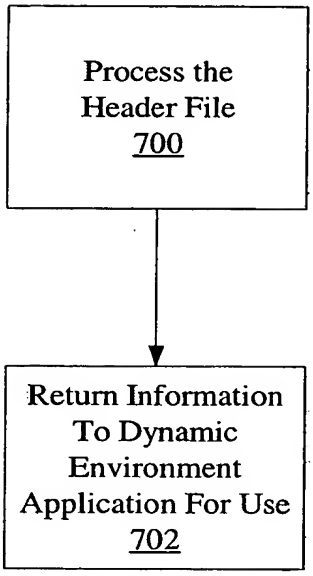
Process the Header File 700
Return Information To Dynamic Environment Application For Use 702

FIG. 3

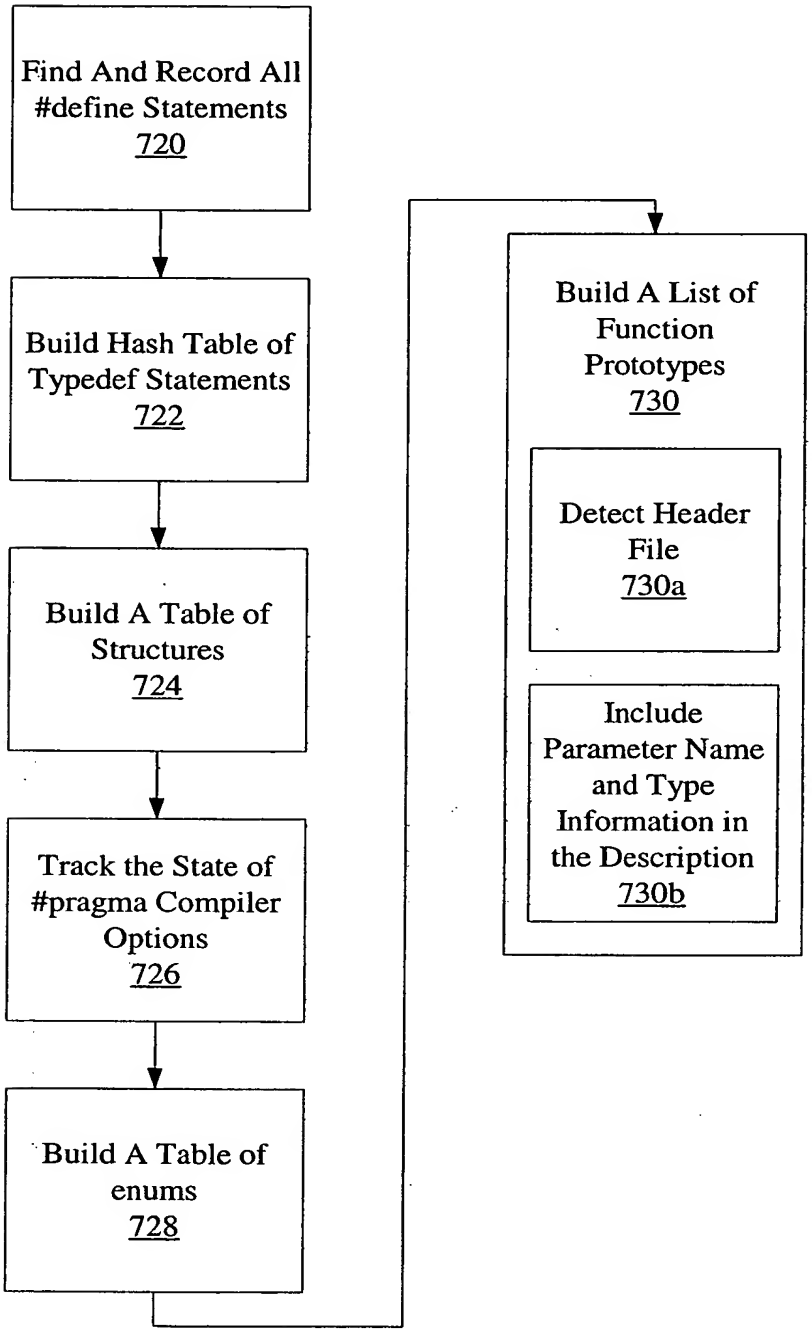
Find And Record All #define Statements 720
Build Hash Table of Typedef Statements 722
Build A Table of Structures 724
Track the State of #pragma Compiler Options 726
Build A Table of enums 728
Build A List of Function Prototypes 730
Detect Header File 730a
Include Parameter Name and Type Information in the Description 730b

FIG. 4

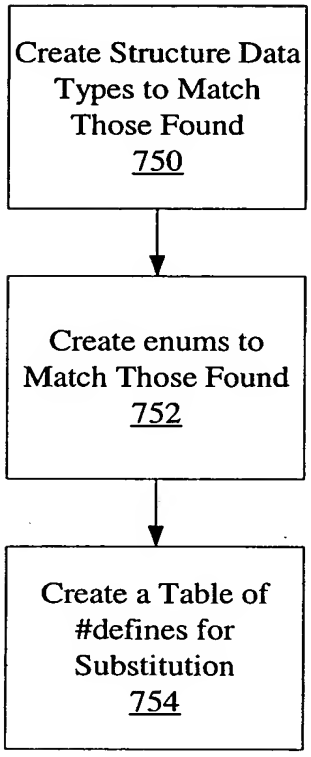
Create Structure Data Types to Match Those Found
750
Create enums to Match Those Found
752
Create a Table of #defines for Substitution
754

FIG. 5

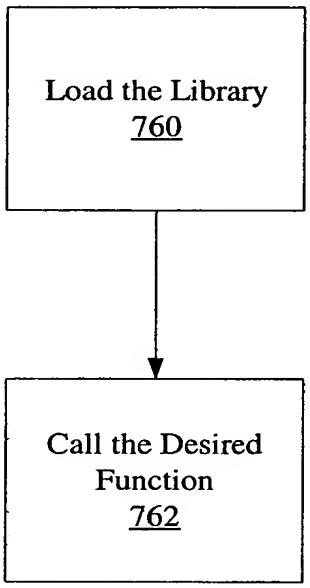

FIG. 6